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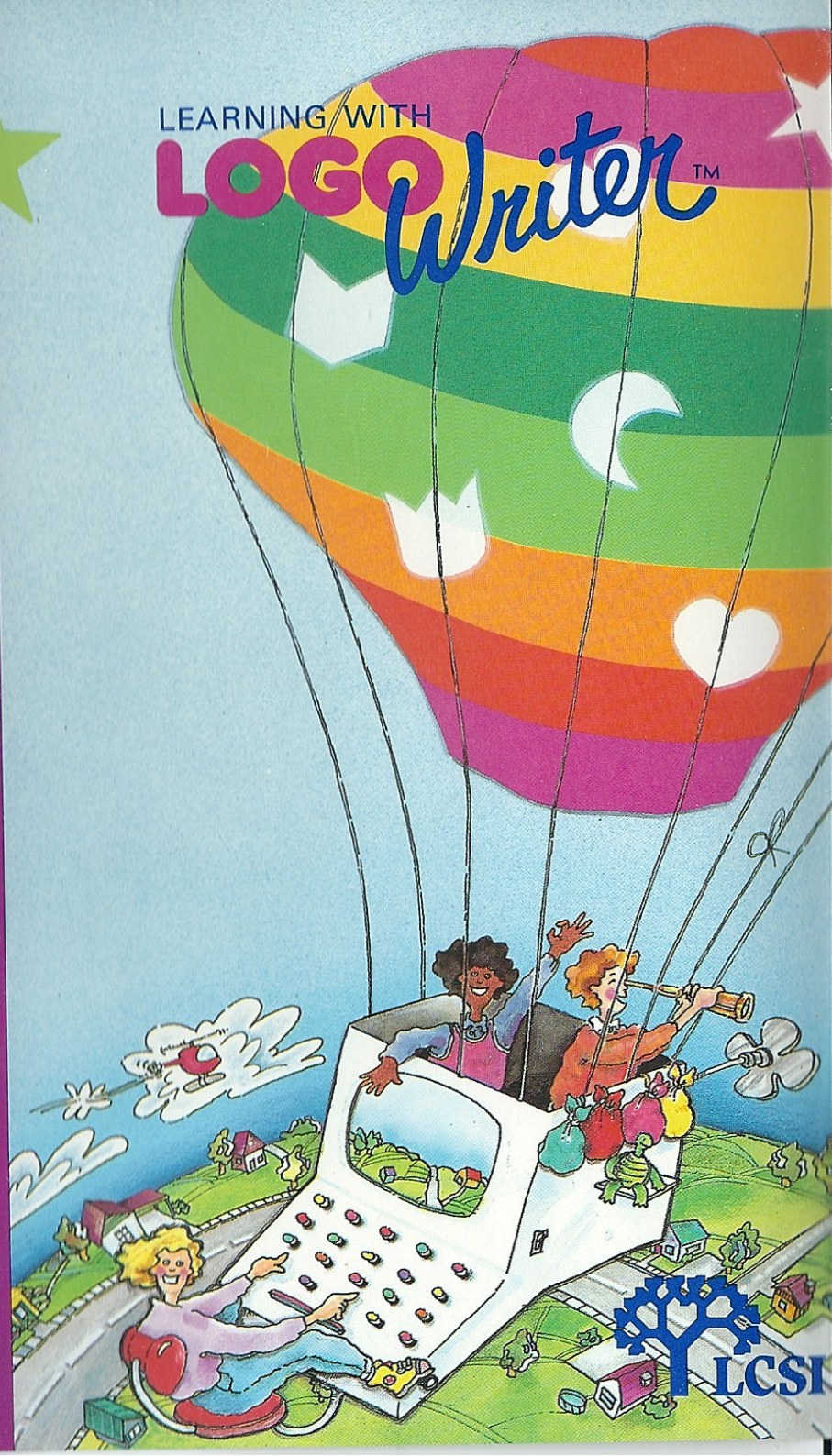

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Learning with LogoWriter

News, Views, and Information

by Logo Computer Systems Inc.

ZELLERS ELEMENTARY SCHOOL
STRONGSVILLE PUBLIC SCHOOLS

Montréal New York Tokyo

Table of Contents

Lights, Camera, Action – Create a Commercial 3
Start With a Plan 4
Draw a Scene 6
Scene 2 11
Completing Your Scenes 14
Starting Automatically 15
Presenting Your Commercial 17

More Things to Do 17

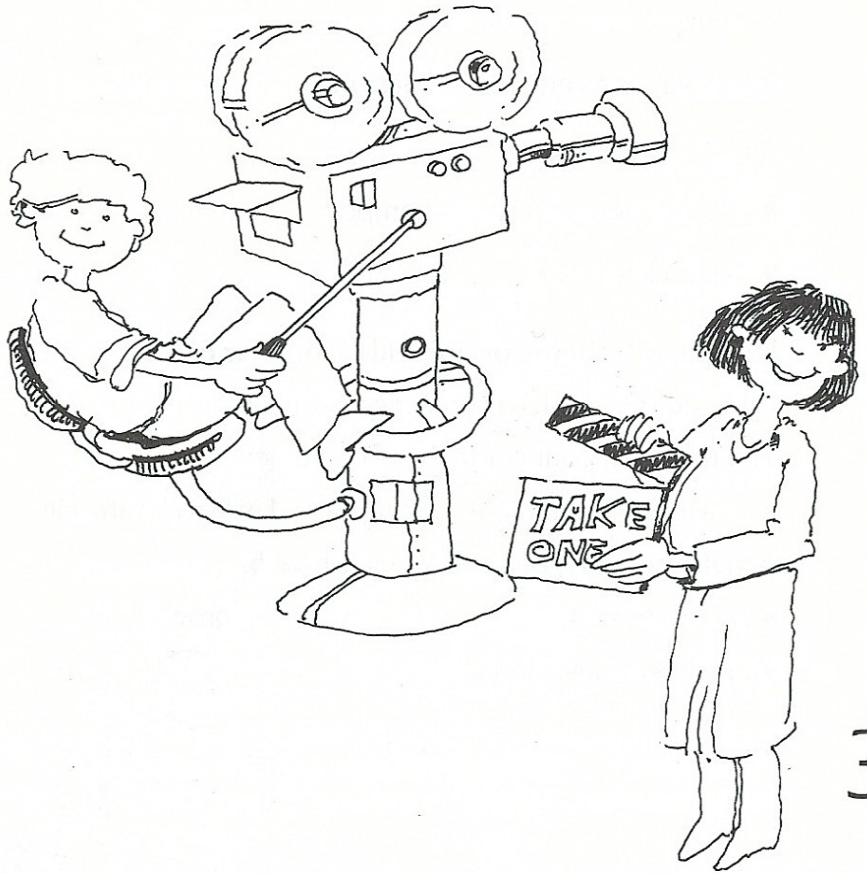
Traveling Through Time – Time Lines 18
Start With a Plan 19
Event Markers and Dates 20
Describing the Events 22
Getting Your Descriptions to Appear 23
Time Traveler 24
Getting It to Happen at the Right Time 26
The Journey Begins 27
Try These Ideas 27

More Things to Do 28

Glossary 28

Lights, Camera, Action – Create a Commercial

Create a commercial with LogoWriter.



Start With a Plan

To make a successful commercial, you need to do some planning.

The goal of a commercial is to convince people to do something. It can be to buy a product, to vote for someone, or to help others.

Before making your commercial:

Decide on a topic for your commercial.

You might want to convince people:

- to vote for a certain candidate in an election.
- to quit smoking.
- to buy a certain type of shampoo.
- to stop littering.

Decide on a theme or main idea for your commercial.

What do you think will convince people?

The theme of your commercial could be:

- how much a candidate has done and will do for the city.
- that smoking is bad for people's health.
- how Glow-n-Grow shampoo helps hair grow.
- that litter ruins a forest.

Plan how the different scenes will look and how many scenes you will use.

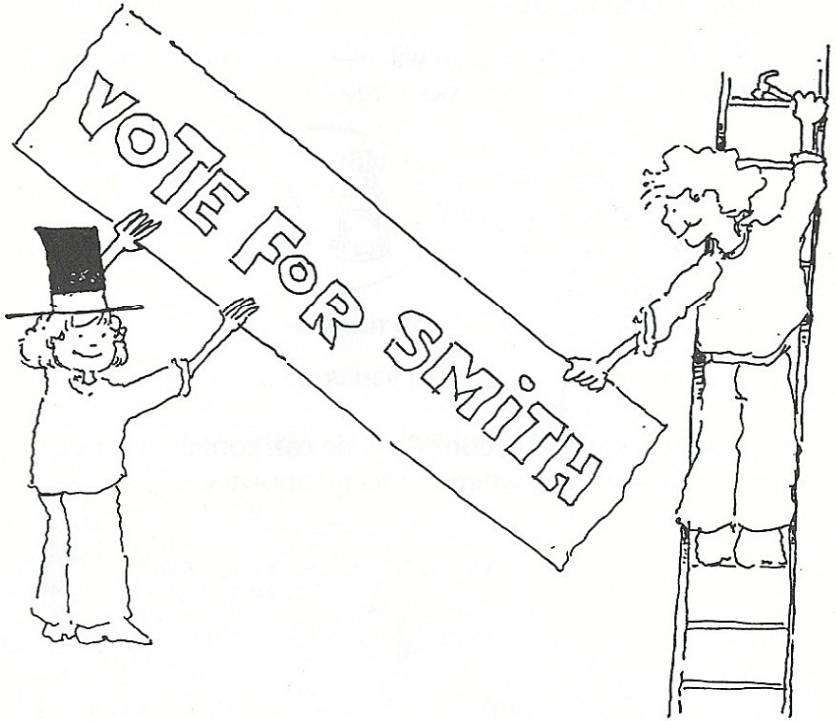
Are there any figures you will use often, such as buildings, people, bottles of shampoo, trees?

How can you add action? A scene can contain a cartoon that starts running when the scene appears.

How can you use text? What do you want people to know? You might want to include:

- A campaign promise – *"I promise to replace school buses with school helicopters."*
- Facts on smoking – *"Many people who smoke suffer from lung diseases."*
- A statement from a satisfied customer – *"I used to be bald, but after using Glow-n-Grow, I now have a thick head of hair."*
- A concerned citizen's comment – *"I worry that my children's children will never see a clean forest."*

Draw a Scene



Draw your first scene. Create the main character and draw the background. Then add some action to bring the scene to life.

To begin, define a **candidate** procedure:

- Set one turtle to the head shape:

```
tell 0
setsh 15
```

- Set a second turtle to the body shape:

```
tell 1
st
setsh 17
```

- Put the candidate's head and body together.

When the scene begins, the candidate is on the right side of the screen. Define a **place** procedure:

- Place turtle 0 and turtle 1 on the right side of the screen.
- Head turtle 0 and turtle 1 in the right direction:

```
seth 270
```

Try it:

```
candidate
place
```

Next make the sign.

Define a **sign** procedure:

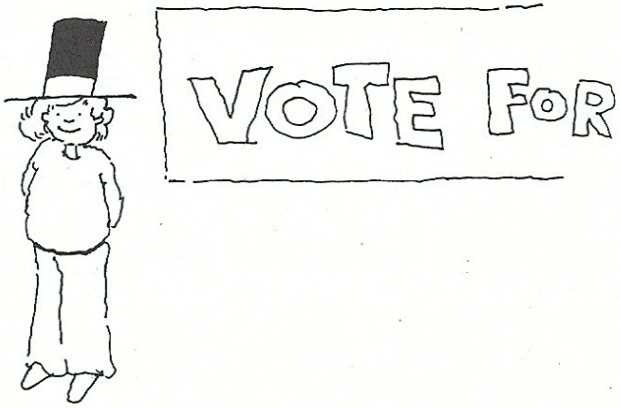
- Draw the sign. Use turtle 3.
- Place turtle 3 in the sign.
- Print a message:

```
label [Vote for SMITH!!]
```

Now define a **background** procedure that makes the sign and makes and places the candidate.

Try it:

```
rg
background
```



It's time for some action.

The **flash** procedure makes the sign flash:

```
to flash
tell 3
repeat 30 [label [Vote for SMITH!!]
          wait 2]
end
```

Put in your candidate's name.

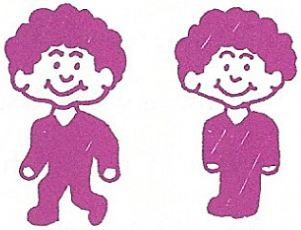
Try your procedure:

```
flash
```

Next have the candidate walk to the sign.

Define a **step** procedure:

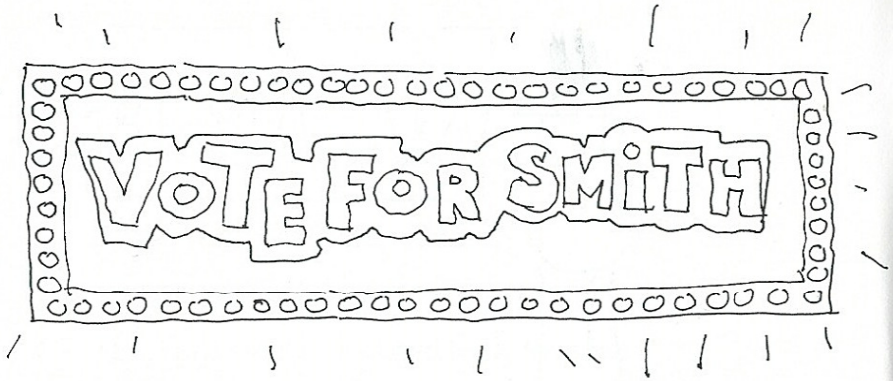
```
to step
tell [0 1]
fd 5
tell 1
setsh 16
tell [0 1]
fd 5
tell 1
setsh 17
end
```



Changing shapes makes it look as if the candidate is walking.

Type:

```
repeat 10 [step wait 2]
```



You need two new shapes to get the candidate to wave. Use these or create your own:

```
shape 8
```

```
shape 9
```

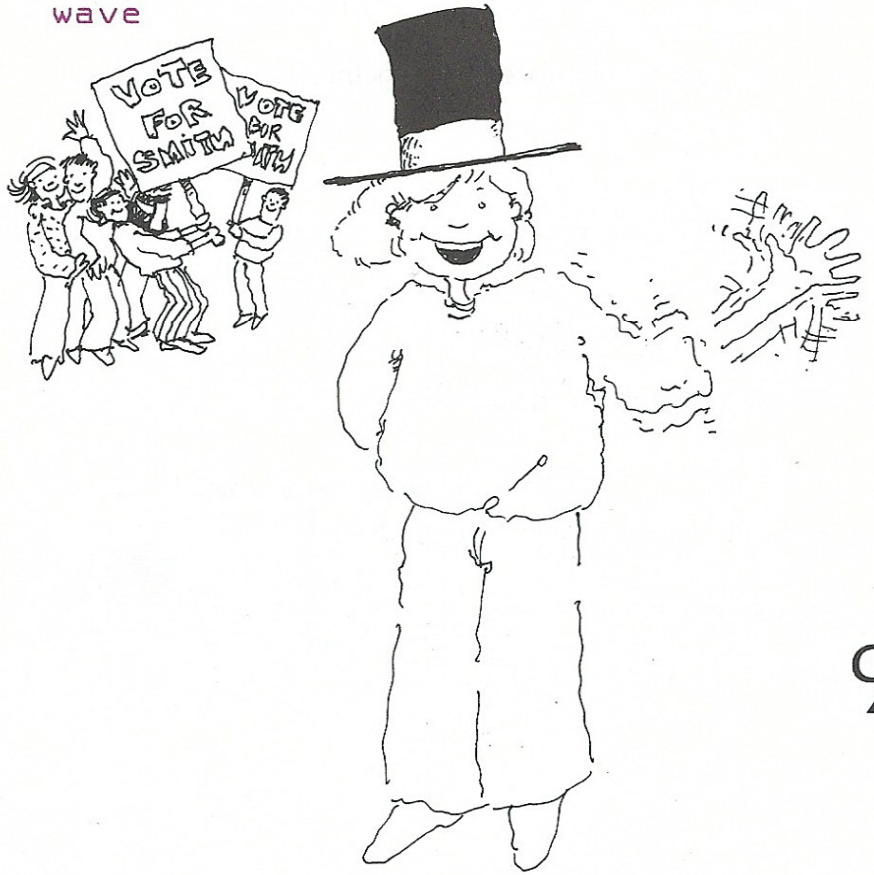
Define a **wave** procedure:

```
to wave
tell 1
repeat 10 [setsh 8 wait 2
           setsh 9 wait 2]
end
```

Use your shape numbers.

Try it:

```
wave
```



Introduce the candidate with an **introduce** procedure:

```
to introduce
pr [My name is Lee Smith and I want
    to be your mayor.]
wait 40
ct
pr [I want to make our city the best
    it can be.]
wait 40
ct
pr [If I am elected Mayor, I promise
    to make some changes.]
wait 40
ct
end
```

Put your action procedures together:

```
to action
flash
repeat 10 [step]
wave
introduce
end
```

Try your procedure.

Back up the candidate:

```
tell [0 1]
ht
bk 100
st
```

Hide the turtles before they back up.

Lights, camera:

```
action
```


Scene 2

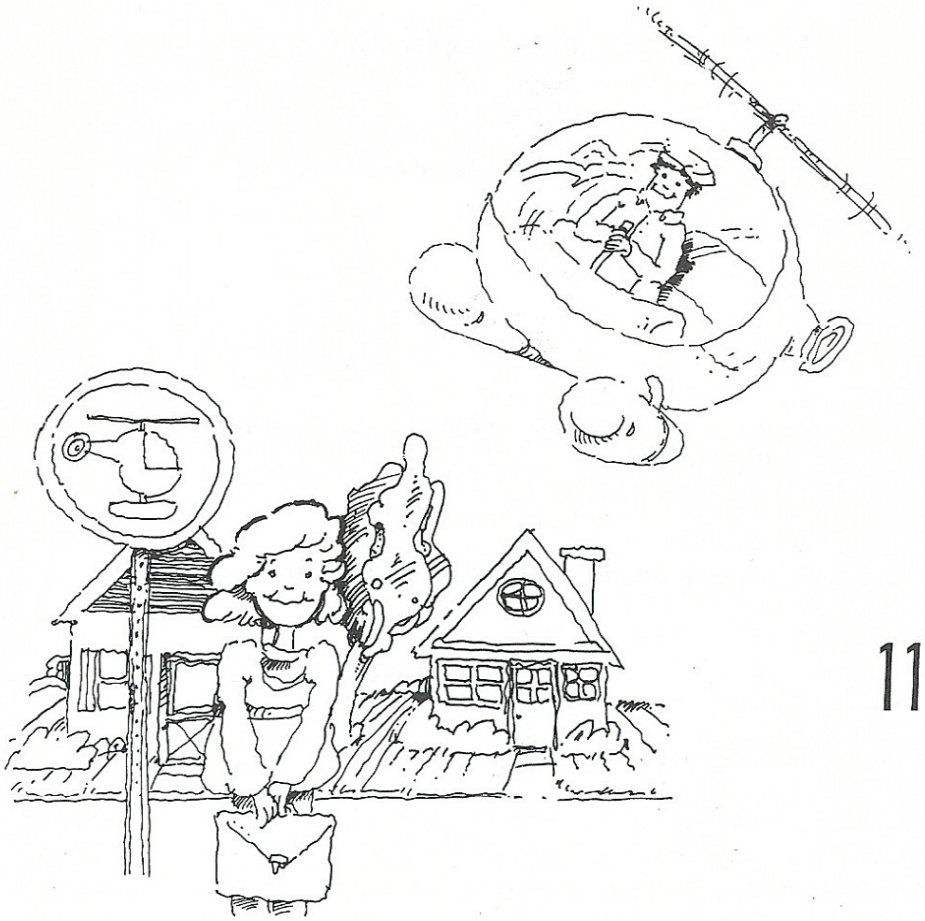
Each scene is like an individual "camera shot" in a real commercial. Each page should contain only one scene.

Go to a new page for Scene 2.

Scene 2 can show one of the candidate's campaign promises.

Candidate Smith promises to replace school buses with school helicopters. The helicopters will give each student door-to-door service.

Define procedures that draw the house and the school.



Put these procedures into a **background** superprocedure. Try it:

```
rg
background
```

The same procedure name can be used on different pages to do different things. LogoWriter uses only the procedure definitions on the flip side of the page that is showing.

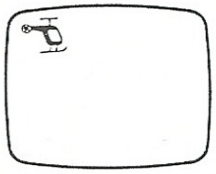
Define a **helicopter** procedure:

- Set the turtle to the helicopter shape:

```
setsh 25
```

- Place it on the top left side of the screen:

```
pu
setpos [-120 60]
```



Try it:

```
helicopter
```

Now you are ready to define procedures for the different types of action.

You need:

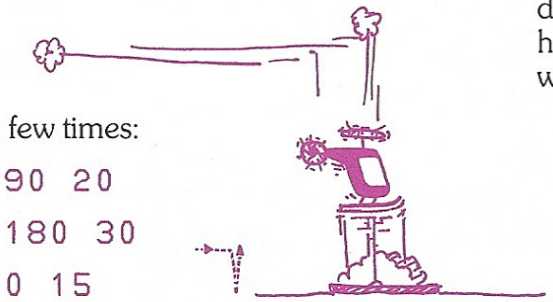
- A **speak** procedure to print Smith's promise:

```
to speak
pr [Instead of school buses,
    children will go to school in
    school helicopters.]
wait 50
ct
end
```


- A **fly** procedure that gets the helicopter to fly:

```
to fly :direction :distance
seth :direction
repeat :distance [fd 1]
end
```

Sets the direction.
Sets the distance the helicopter will fly.



Try it a few times:

```
fly 90 20
fly 180 30
fly 0 15
```

Define an **action** procedure to present all the action:

```
to action
speak
pu
fly 90 ␣
fly 180 ␣
fly 0 ␣
fly 90 ␣
fly 180 ␣
end
```

Fill in the numbers you used for **:distance**.

Flies to the house.
Lands at the house.
Takes off.
Flies to the school.
Lands at the school.

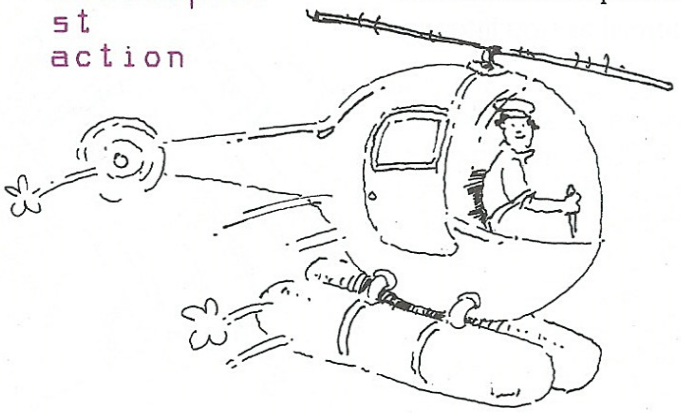
Try your procedures:

```
ht
```

Hide the turtle before you place it.

```
helicopter
st
action
```

Place the helicopter to start.

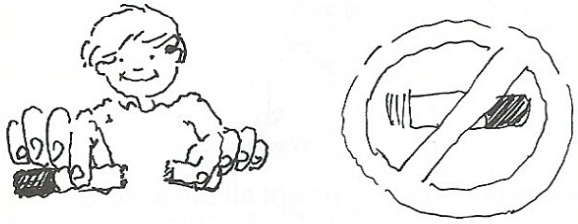


Completing Your Scenes

Add more scenes to your commercial. Use as many pages as you need.

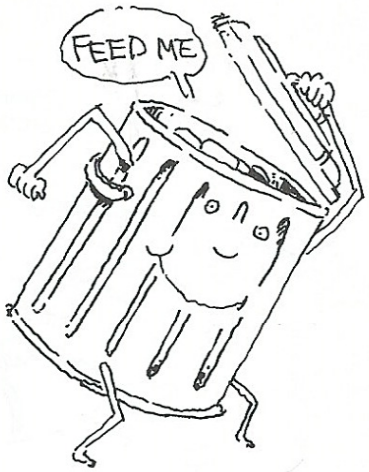
Here are other ideas for scenes for different types of commercials:

A commercial to quit smoking.



A commercial for a new shampoo.

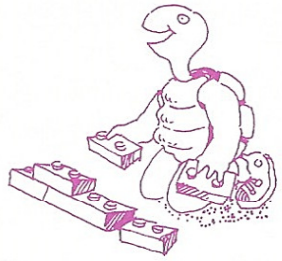
A commercial to stop littering.



Starting Automatically

To put your scenes together you must:

- Get the first page.
- Present the action.
- Get the second page.
- Present the action.



...and so on for each scene.

Here is a way to get the action on each page to start automatically when the page appears.

Go to your first page:

```
getpage "greeting
```

Use the name of your first page.

Now define a **startup** procedure:

```
to startup
tell [0 1]
ht
bk 100
st
action
end
```

Startup is a special procedure name built into LogoWriter.

The first thing LogoWriter does when getting a page is to look for a **startup** procedure. If there is a **startup** procedure, LogoWriter runs it.

To see how the **startup** procedure works:

ESC Press **Escape**.

Select the page your first scene is on.

The action automatically starts as soon as the page appears!

Each page must have its own **startup** procedure.

Go to the page you used for Scene 2:

```
getpage "school
```

Use the name you used for your second page.

Define a **startup** procedure for this page:

```
to startup
ht
helicopter
st
action
end
```

To see how both scenes look together, type:

```
getpage "greeting getpage "school
```

Define a **startup** procedure on the flip side of any page with action.

Presenting Your Commercial

When you have completed all the scenes, make a title page.

On the flip side of the title page, define a **commercial** procedure that puts all your scenes together:

```
to commercial
getpage "greet
getpage "school
getpage "kids
wait 20
getpage "pets
getpage "vote
end
```

Add a **wait** instruction if any pages change too quickly.

Include all your pages in the procedure.

Try it:

```
commercial
```

More Things to Do

Here are some activity cards for you to do. They all have purple tabs.

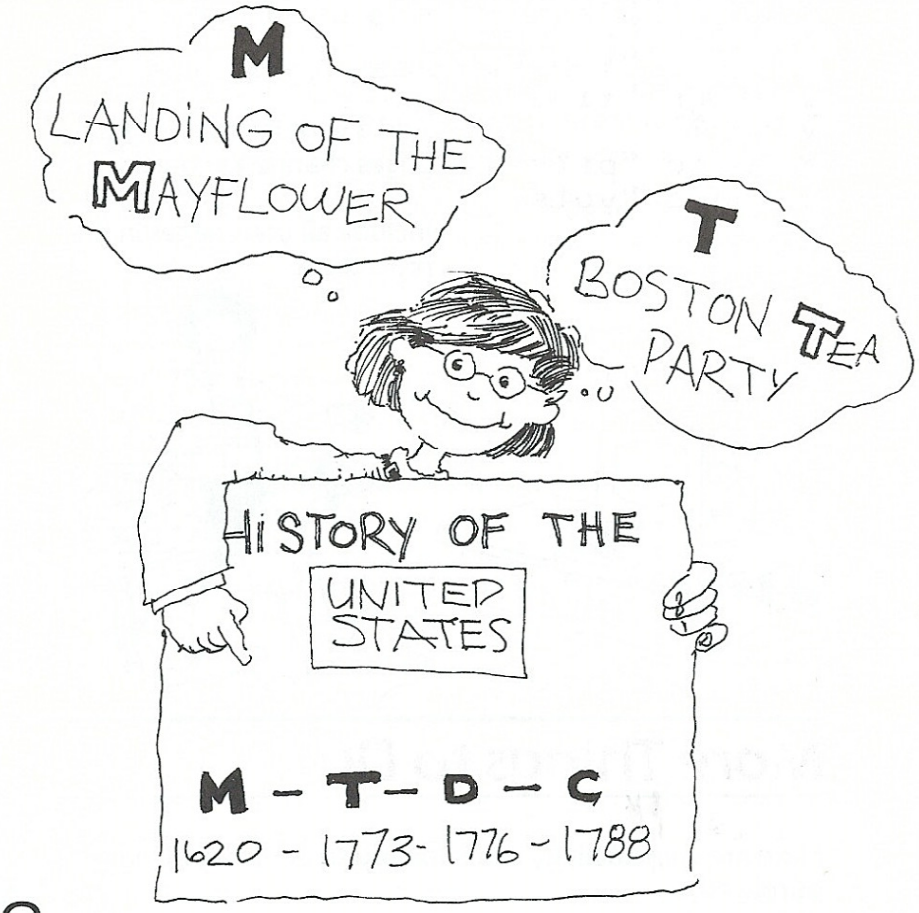
A Talking Clown

Address Book

UFO!

Shark!

Traveling Through Time – Time Lines



A time line is a map of time. Letter markers show when different events occurred. As the "time traveler" moves along the time line each event is described.

Start With a Plan

Creating a time line with LogoWriter requires some planning.

The goal is to have a description of each event automatically appear when the turtle is on the marker for that event.

Before making your time line:

Decide what events you want to include on your time line.

- Landing of the Mayflower
- Boston Tea Party
- Declaration of Independence
- Ratification of the Constitution

Look in history books to find the year each event took place. Put the events in the order they occurred.

Decide how you want to describe or illustrate the different events.

Begin each description with the title or name of the event.

To tell about an event, you can:

- Illustrate it with a picture.
- Write a report, story, or poem about it.

Event Markers and Dates

Start by printing the title of your time line.

```
pr [History of the United States]
```

Use LogoWriter instructions to make your time line.

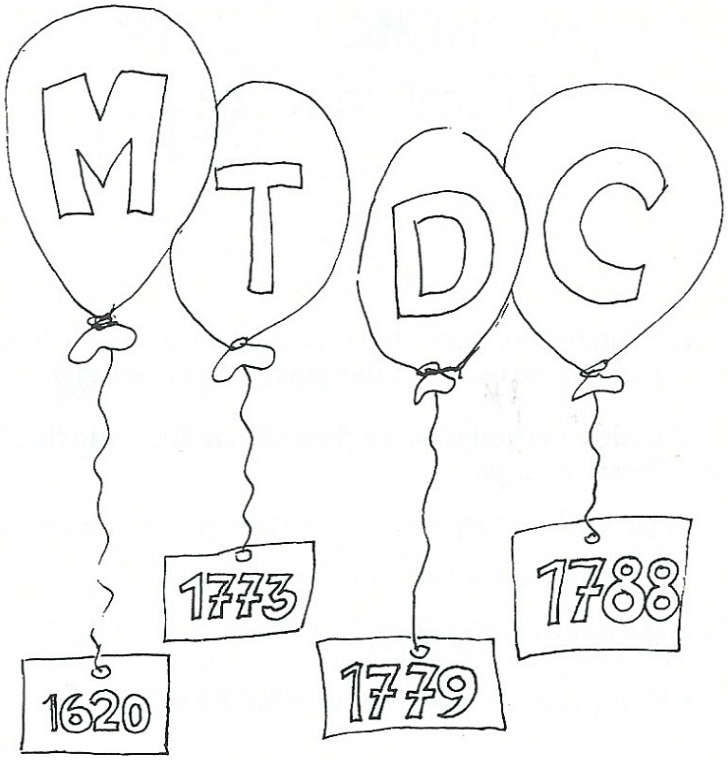
- Move the cursor to where you want to place the time line.

To move the cursor down, print blank lines.

```
repeat 5 [pr []]
```

Change the first input to **repeat** to change the position of the cursor on the page.

- Use letters as markers. All the letters must be different.



The letters should remind you of the events.

Use hyphens to space the letters evenly.

```
pr [---M---T---D---C]
```

Use your own letters.

```
- - - M - - - T - - - D - - - C
```

LogoWriter adds a space before and after every hyphen.

- Put the date each event occurred below its marker.

```
pr []
```

Add a blank line to make it easier to read.

```
pr [---1620--1773--1776--1788]
```

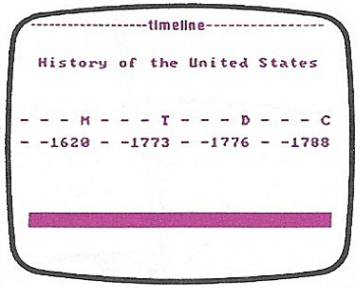
Use your own dates.

Define a **line** procedure:

- Print the title of the time line.
- Print the markers.
- Put in the dates.

Try it:

```
ct
line
```

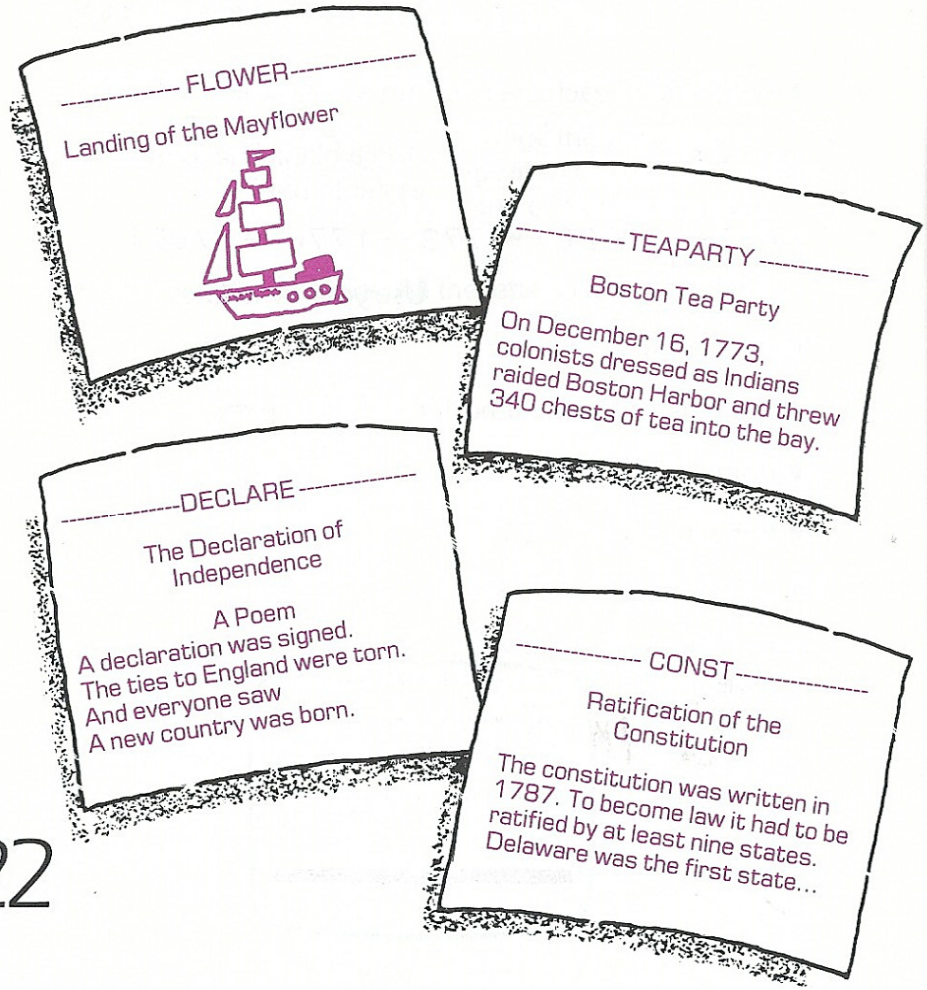


Describing the Events

As the turtle moves along the time line, a description of each event appears.

Here are examples of different ways the events can be described:

Draw or write each of your descriptions on a separate page.


FLOWER
Landing of the Mayflower
TEAPARTY
Boston Tea Party
On December 16, 1773, colonists dressed as Indians raided Boston Harbor and threw 340 chests of tea into the bay.
DECLARE
The Declaration of Independence
A Poem
A declaration was signed.
The ties to England were torn.
And everyone saw
A new country was born.
CONST
Ratification of the Constitution
The constitution was written in 1787. To become law it had to be ratified by at least nine states. Delaware was the first state...

Getting Your Descriptions to Appear

Now it's time to put your pages together.

Go to the timeline page:

On the flip side of the timeline page, define a procedure for each event.

Each procedure should:

- Get the page with the description of the event:

```
getpage "flower
```
Use the name of your page.

- Return to the timeline page:

```
getpage "timeline
```

Define a procedure for each event.

Here are two examples of procedures for events:

```
to mayflower
gp "flower
wait 100
gp "timeline
end

to teaparty
gp "teaparty
wait 100
gp "timeline
end
```

Add a **wait** instruction.

Try each of your event procedures:

```
mayflower
teaparty
declaration
constitution
```

Use your procedure names.

Time Traveler

The goal is to have the description of an event automatically appear when the turtle is on the marker for that event.

Make a shape to represent the time traveler. Set turtle 0 to the shape you created.

Try setting the turtle to a different color.

Here is an easy way to place turtle 0 at the beginning of the time line.

- Move the cursor to the beginning of the line:

```
top
search "-
```

Searches for the first hyphen.

Remember the ".

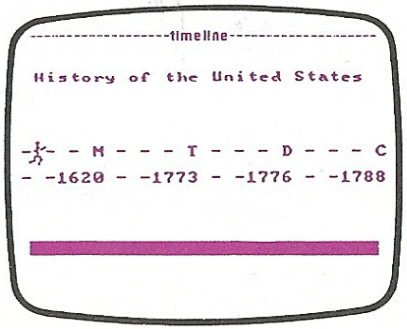
- Set the turtle's position to the cursor's position:

```
tell 0
pu
setpos cursorpos
```

Cursorpos reports the cursor's position to **setpos**.

- Sets the turtle's heading:

```
seth 90
```

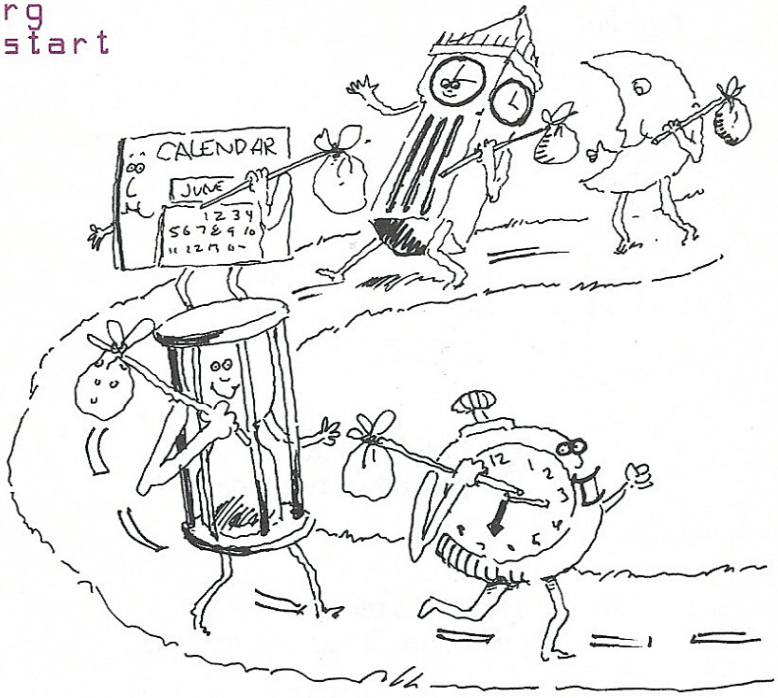


Define a **start** procedure:

```
to start
top
search "-
setsh ␣          Put in your shape number.
pu
setpos cursorpos
seth 90
end
```

Try it:

```
rg
start
```



Getting It to Happen at the Right Time

Use **charunder** to present all the events on your time line at the right time:

The character under the turtle tells LogoWriter which procedure to run.

LogoWriter runs the procedure. Then the turtle moves off the marker.

Define a **travel** procedure that will show all the events on the time line:

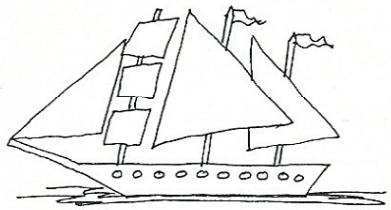
```
to travel
if charunder = "m
   [mayflower fd 10]
if charunder = "t
   [teaparty fd 10]
if charunder = "d
   [declaration fd 10]
if charunder = "c
   [constitution fd 10 stop]
tell 0
pu
fd 1          The turtle continues moving.
travel        The procedure runs again.
end
```

Travel is a recursive procedure. It has one stop rule.

```
if charunder = "c
[constitution fd 10 stop]
```

Try it:

```
start
travel
```



The Journey Begins

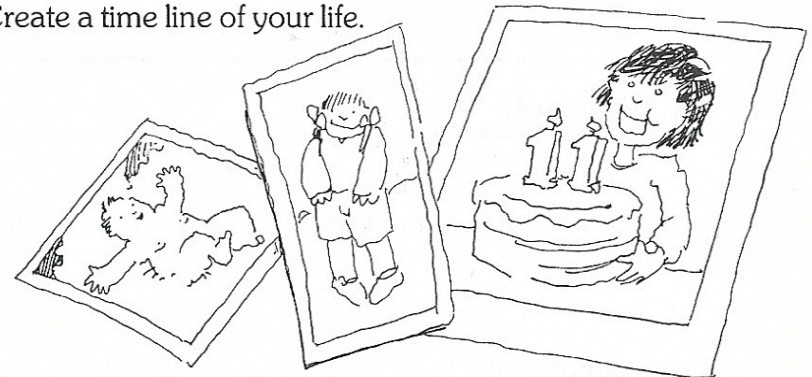
Define a **timeline** procedure. It should:

- Place the turtle at the beginning of the line.
- Get the turtle to travel along the time line.

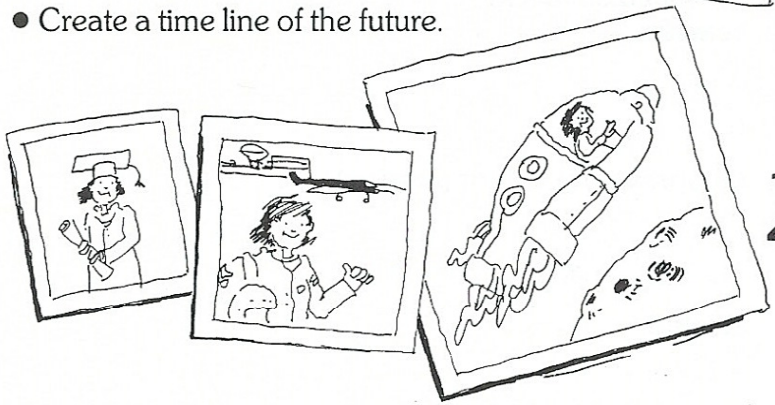
Now go on a journey through time:

```
timeline
```

- Create a time line of your life.



- Create a time line of the future.



More Things to Do

Here are some activity cards for you to do. They all have purple tabs.

Stop Rules: Spirals

The Countdown

Turtle Tag

Turtle Squash

Startup Your Scrapbook

Change Your Mind?

Glossary

Here is a list of the primitives introduced in this booklet:

Commands

cb (for **c**ursor **b**ack)
search

Reporters

cursorpos (for **cursor pos**ition)

Special Words

startup